



PROFESSIONAL UNDERGROUND
LEAGUE OF PAIN™

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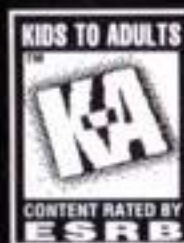
KIDS TO ADULTS
ANIMATED VIOLENCE

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NTSC U/C

PlayStation™



SCUS-94551



BEYOND
REALITY



PSYGNOSIS

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When society's misfits and renegades banded together to create the sport of the future, they made it brutally simple. No refs. No rules. No penalties. Lots of fighting. Welcome to the Professional Underground League of Pain, where the goal is to charge the plasma ball and shoot it into the hoop, but the fun is making the other team pay for getting in your way!

- All-out 3D combat sport with easy to use controls.
- 16 futuristic international teams. Management features let you trade players and customize teams and stats.
- 23 camera angles and special features like instant replay and in-game jumbotron.
- Ultra-realistic graphics, sound effects and sports simulation.
- Exhibition

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**STARTING THE GAME**

To play Professional Underground League of Pain on your PlayStation™ game console:

1. Set up your PlayStation™ game console in accordance with the instruction manual supplied with the system.
2. Follow your system directions to open the Disc cover and place the CD onto the bed of the drive, ensuring the printed side faces upwards.
3. Close the Disc cover. If the unit is switched off, press the POWER button to begin play. If the unit is already on, press the RESET button.

To skip through intro. screens, press the X button or START on the Controller.

WARNING! Do not insert or remove Controllers, Memory cards or other peripherals during the game.

HOW TO PLAY THE LEAGUE OF PAIN

The League Of Pain is a very simple game to play. Two teams compete against each other in a brutal blend of ice hockey, basketball and bare knuckle fighting. The home team is identified by a yellow triangle that appears underneath the player in possession of the ball. The away team is identified by a purple triangle underneath the player in possession of the ball. The object is to score more points than your opponent within a set time limit. Points are scored by throwing the plasma ball into the goal hoop suspended above the middle of the court.



However before either team can score any points they must 'charge' the plasma ball. Each team's charger is centrally located in their opponent's territory at the opposite end of the court. To charge the ball a team must pass the ball and keep possession while moving down to their opponent's end of the court. Once a team gets around their opponents the player in possession must place the ball in the charger for 2 seconds.

Once charged, the ball will glow with that team's colors.

Home team - purple

Away team - yellow

It can then be shot towards the goal. If a player happens to score with a plasma ball that has been charged by the opposition then that will count as a goal for their opponent. If a plasma ball has been charged and then possession lost, the team that has just gained possession must pass the ball down to the opposite end of the court and recharge it in their own colors before a goal can be scored that will add to their own points total. The court is split into zones and where a player stands (within the 3, 2 or 1 point zone) when he scores a goal will determine the points value awarded.

Other than that there is only one rule. And that is that there are no rules. No fouls either. Punch, kick and charge your way to victory. Or play a tactically astute passing game. It's for you to work out which approach works best.



CONTROLLING YOUR PLAYERS WHEN IN POSSESSION OF THE PLASMA BALL

X button	Shoot
SQUARE button	Charge Plasma Ball/Pass
TRIANGLE button	High pass
CIRCLE button	Fight

CONTROLLING YOUR PLAYERS WHEN DEFENDING

X button	Block goal attempt
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USING A MULTI-TAP

A Multi-Tap allows up to 4 players to join a game. Connect the Multi-Tap to either of the Controller ports on the PlayStation® game console. Up to 4 Controllers can be connected to the Controller ports on the Multi Tap. Using two Multi Taps allows up to eight players to join a game (one RIOT team member controlled by each game player).

NOTE: Do not insert/remove peripherals into your PlayStation® game Console during a game.

When you reach to Player Select menu, the user of each Controller can select which team they want to control. In this way you could play with 2 human players on each side, 3 humans against one human, and so on. During the game, the player markers clearly indicate to which Controller they correspond.

SQUARE button	Forward Slide
CIRCLE button	Fight

GENERAL

Directional buttons	Move player
START button	Pause Game
SELECT button	Display in game options when game is paused
L1 button	Short airhorn
L2 button	Long airhorn
R1 button	Jump
R2 button	Walk Sidestep



These are the default controls. To change the configuration go into the Player Select screen, press the SELECT button on your Controller and you will access the Controller Configuration menu. Use the left Directional button on your Controller to scroll through the four set up choices. Press the X button to confirm.

THE MENUS

The League Of Pain has two game environments: the menus and the matches. When in the menu system, use the Directional buttons on your Controller to highlight each option box. Press the X button on your Controller to select the option currently highlighted. Press the TRIANGLE button on your Controller to back up one screen anywhere within the menu system.

Once the game is loaded, you will be presented with the main menu screen. Use the Directional buttons to move around the menu options and press the X button to make your choice.

THE MAIN MENU



FRIENDLY

A single exhibition game.

Select this to access the TEAM SELECTION menu.



OSAKA COMETS



LEAGUE

A full season of 30 games where you play each team twice in home and away matches. Select this to access the LEAGUE GAME menu.

TOURNAMENT

A single elimination competition playable over 2, 3 or 4 rounds involving up to 16 teams. Select this to access the TOURNAMENT menu.

OPTIONS

Select this to access the OPTIONS menu.

SHOW CREDITS

Select this to view the CREDITS list.

TEAM SELECTION MENU



Pick your teams as follows. Use the Directional buttons to scroll through the team choices. Press the X button to select the team of your choice. If you are playing a two player game Player One must also select for Player Two using the same method. Leads to PLAYER SELECT menu.



TOKYO TORNADOES



PLAYER SELECT MENU



Shows teams chosen and allows player to allocate teams. If you are playing in Friendly mode use the Directional buttons to move the Player 1 icon under the team of your choice. If you are playing in League mode the Player 1 icon will be under the team you chose in the TEAM SELECTION menu. If you are playing a two player game in either Friendly or League mode Player One must also select for Player Two using the Directional buttons to move the Player 2 icon under the team of Player 2's choice. If you wish you may then view your chosen team profiles by moving the highlighting effect over the VIEW TEAM icon and pressing the X button. This will bring up the TEAM EDITOR menu.



TEAM EDITOR MENU



You may edit together a team of your choice from within this menu. To do so follow these instructions.

MANAGER

Use the Directional buttons to move the highlighting effect over this option. Press the X button. You will be shown an alphabet screen. Use the Directional buttons to highlight letters and press the X button to select. When you have entered a name (maximum 12 letters) move the highlighting effect over END and the name you have chosen will be stored.

PLAYERS

Use the Directional buttons to move the highlighting effect over this option. Then use the left and right Directional buttons to cycle through the players. You may use the L1/L2 buttons to change the face of the player currently highlighted.



When you have found the face you want press the X button. Name the player using the Directional buttons to highlight letters and by pressing the X button to select. When you have entered a name move the highlighting effect over END and the name you have chosen will be stored. Do this for all six players in your team.

EDIT YOUR TEAM

Now that you have names and faces for your custom team you need to dictate their skills. Scroll through the player names as outlined above. When the name of your choice is displayed use the Directional buttons to move the highlighting effect over the Edit Your Team option. This will automatically move the highlighting effect into the skills column and you will be able to adjust that player's skill level. Use the up and down Directional buttons to move the highlighting effect over the skill you wish to alter. Choose from - STAMINA, SPEED, POWER, ACCURACY. Press the SQUARE button to decrease the skill level. Press the CIRCLE button to increase the skill level.

You will notice at the bottom of the screen that your team has been given a TEAM ENERGY bar. Each time you decrease an individual players skill level the overall team energy increases. In the same way if you increase an individual players skill level the overall team energy runs down. It is important to be tactically aware when assigning skills otherwise you may find that your team has one very strong player surrounded by weak team mates. A balanced team with the right blend of skills is the key to success.

**SAVE**

Note: Make sure there are enough free blocks on your Memory card before commencing play.

Saves a newly formed team onto a Memory card. To save a newly created team, make sure you have a Memory card inserted according to the system instructions. Once you have compiled a team that you wish to save use the Directional buttons to highlight the Save slot and press the X button to select it. The team you have compiled will then be saved to the Memory card and the file will be automatically named after your manager.

LOAD

Loads a previously saved team from a Memory card. To load a previously saved team, make sure you have a Memory card inserted according to the system instructions. When you have done this use the Directional buttons to highlight your chosen team slot and press the X button to select it. The team you have selected will then be loaded from the Memory card. When you return to the PLAYER SELECT menu you will see that although the team name remains the same your customised players will have replaced the usual line up.

When you have made any necessary changes return to the PLAYER SELECT menu, move the highlighting effect over the CONTINUE icon and then press the X button. The friendly game will then begin.

AFTER GAME MENU - FRIENDLY

Following the game a final results table will be shown which displays various statistics about the game just played. Press the START button on your Controller to bypass this and the game will return to the Main Menu.

**LEAGUE GAME MENU**

Use the Directional buttons to move between the menu choices. Press the X button to select. Choose between:

CHOOSE TEAM

Leads to TEAM SELECTION menu. After bringing this menu up the procedure is identical to that outlined in the section that covers creating a FRIENDLY game.

LOAD SEASON

Leads to memory card menu. Use the Directional buttons to move the highlighting effect over the previously saved season of your choice. Press the X button to select and your choice will be loaded from the Memory card.

(See section AFTER GAME MENU - LEAGUE for details on how to save a current league season)

AFTER GAME MENU - LEAGUE

Following the game a final results table will be shown which displays various statistics about the game just played. Press the START button on your Controller to bypass this and the game will take you to a further menu where you can make further selections from the choices below.

PLAY GAME

Select this to continue with the next league fixture.

**LOAD**

Select this to load a previously saved league season. To load a previously saved league season, make sure you have a Memory card inserted according to the system instructions. When you have done this use the Directional buttons to highlight your chosen season slot and press the X button to select it. The season you have selected will then be loaded from the Memory card.

SAVE

Note: Make sure there are enough free blocks on your Memory card before commencing play.

Select this to save your position in the current league season. To save your current league position, make sure you have a Memory card inserted according to the system instructions. When you have done this use the Directional buttons to highlight your chosen slot and press the X button to select it. Your current season will then be saved to that Memory card slot.

VIEW LEAGUE

Shows your standing in the current season.

RESTART SEASON

Select this to restart the current season with the same team and player settings.

TOURNAMENT MENU

Use the Directional buttons to move between the menu choices. Press the X button to select. Choose between:

SET UP MATCH

Leads to SET UP MATCH menu.

**LOAD T'MENT**

Leads to Memory card menu. Use the Directional buttons to move the highlighting effect over the previously saved tournament of your choice. Press the X button to select and your choice will be loaded from the Memory card.

SET UP MATCH MENU

Use the Directional buttons to move between the menu choices. Then use the left and right Directional buttons to scroll through the choices.

NUMBER OF ROUNDS

Choose a tournament of either 2, 3 or 4 rounds.

NUMBER OF PLAYERS

Choose the number of teams playing in the tournament. Depending on the number of rounds you have selected, up to 16 teams can participate.

CONTINUE

Leads to TEAM SELECTION menu. Each player must select a team as outlined in the section titled TEAM SELECTION. Once each player has selected a team the knockout fixtures will be displayed. Press the X button to continue and this leads to the PLAYER SELECT menu, which allows the players to allocate Controllers to teams as outlined in the section titled PLAYER SELECT menu. Once you have edited the team to your satisfaction press the X button to continue and play the game.

AFTER GAME MENU - TOURNAMENT

Following a game you will be shown a stats table about the game just played. Press the START button on your Controller. This will display the tournament brackets. Use the Directional buttons on your Controller to move the highlighting effect over the Continue icon and press the X button. The menu structure from here is identical to that described in the sections titled TEAM SELECTION, PLAYER SELECT and TEAM EDITOR MENUS.

IN GAME MENUS



At half time in each game there will be a stats table displayed showing how each team has progressed during that half. When you want to begin the second half simply press the START button on your Controller.

You may also press the START button at any time during a game to pause the action. Once the game is paused press the SELECT button on your Controller to bring up the IN GAME menu. You can then alter a wide range of in-game settings as follows.

CAMERA MODE

Use the Directional buttons to move the highlighting effect over this option. Use the left and right Directional buttons to scroll through all the camera angles available.

SUBSTITUTIONS

Use the Directional buttons to move the highlighting effect over this option. You will then see a list of the four players currently in the game and the two substitutes to the right. If you want to make a substitution use the Directional buttons to move the highlighting effect over SWAP PLAYER and press the X button to confirm. Then use the up and down Directional buttons to move the highlighting effect over the player that you wish to remove from the game. Press the X button to confirm your choice. Following this the highlighting effect will move over the two substitutes available. Use the Directional buttons to highlight the player you wish to take to the field of play. Press the X button to confirm. The substitution will not take place until the next goal is scored.

MASTER VOLUME

Use the Directional buttons to move the highlighting effect over this option. Use the left and right Directional buttons to move the volume level up and down.

FX VOLUME

Use the Directional buttons to move the highlighting effect over this option. Use the left and right Directional buttons to move the FX volume up and down.

REPLAY

Use the Directional buttons to move the highlighting effect over this option. Press the X button to confirm. Now use the Directional buttons to view the Replay. Press the up Directional button to run the replay at normal speed. The down Directional button to reverse the replay at normal speed. The left Directional button to rewind and the right Directional button to fast forward. Use the SQUARE and TRIANGLE buttons to change the camera views. Press the TRIANGLE button to exit the Replay mode and return to the In Game Menu.

**ABORT GAME**

Leaves current game.

EXIT

Return to current game.

THE OPTIONS MENU

The OPTIONS menu can be accessed from the Main Menu. Once in the OPTIONS MENU you can choose to alter a wide range of in-game settings from the list set out below.

Use the Directional buttons to move the highlighting effect around the menu choices. Press the X button to implement your choice.

**MASTER VOLUME**

Use the up and down Directional buttons to highlight this option. Then use the left and right Directional buttons to adjust the master volume along a sliding scale.

FX VOLUME

Use the up and down Directional buttons to highlight this option. Then use the left and right Directional buttons to adjust the FX volume along a sliding scale.

AUDIO MODE

Use the up and down Directional buttons to highlight this option. Then use the left and right Directional buttons to scroll between surround, stereo and mono sound.

EXIT

Return to Options Menu

SCREEN MENU**MOVE SCREEN**

Use the up and down Directional buttons to highlight this option. Press the X button and keep it pressed while using the left and right Directional buttons to center the screen to your satisfaction.

CAMERA MODE

Use the up and down Directional buttons to highlight this option. Then use the left and right Directional buttons to scroll through several camera angles.

EXIT

Return to Options Menu

EDIT TEAMS

Custom team creation as outlined in section titled TEAM EDITOR MENU

MEMORY CARDS

This screen allows you to format Memory cards and delete previously saved leagues, configurations, teams etc.

NEXT CARD

If you have 2 Memory cards inserted you will need this option to switch between them. Use the Directional buttons to move the highlighting effect over this option. Press the X button to select. This will then switch to the Memory card not currently selected.

DELETE

Use the Directional buttons to move the highlighting effect over the slot you wish to delete. This will now be automatically selected. Use the Directional buttons to move the highlighting effect over the DELETE option. Press the X button. An on screen prompt will appear asking if you are sure this is the file you wish to delete. Select YES and the file will be deleted.

FORMAT

If you have a previously unformatted Memory card you can use this option to format it. Make sure that your Memory card is inserted according to the system instructions. Use the Directional buttons to move the highlighting effect over this option and press the X button to select it. Your Memory card will now be Formatted.

Note: You need a fully formatted Memory card to be able to save any information from this game. A previously formatted Memory card cannot be reformatted.

EXIT

Return to Options Menu.

SAVE OPTIONS

Once you have configured the front end settings such as Controller, Audio settings, Camera angles etc. you may save these settings to a Memory card. To save newly configured front end settings make sure you have a Memory card inserted according to the system instructions. Then simply use the Directional buttons to move the highlighting effect over the Save Options icon and press the X button. Your choices will then be saved to an empty Memory card slot which will be automatically titled Pulp Configuration.

Note: You can only have one Pulp Configuration file on a Memory card. when you try to save a second one, the previous one will automatically be deleted before the new one is saved.